

NORMALITY

Because No One Should Have

A Thought Of Their Own

An Adventure
Game Like You've
Never Seen Before



Intelligence

LEVEL UP GAMES



TECM



PRESENTS

NORMALITY

Written by Ade Carless

Produced by Ade Carless & Mark Glossop

Lead Programmer: Graeme Ing

3D Graphics Engine: Anthony Crowther

Audio Programmers: Anthony Crowther and Kevin Dudley

3D Environments and Artwork: Ricki Martin, Christian Russell and Jonathan Sandford
Music: Chris Adams, Neil Biggin and Patrick Phelan

Sound Effects: Neil Biggin and Patrick Phelan
3D Character Modelling: Matt Furniss, Oliver Murray, Andy Cambell, Ira Hill and Berni

3D Sequence Animation and Compositing: Matt Furniss, Oliver Murray, Ricki Martin, Christian Russell, Ira Hill and Jonathan Sandford

Additional Compositing: Rosswood Computer Services Ltd.

Character Design: Les Spink

In-Game Character Animation: Andy Campbell, Christian Russell and Jonathan Sandford.

Voodoo Interface by Christian Russell

Motion Capture Guys: Mick Sheehan, Tony

"Half A Pint" Wills and Ben Wilson

Motion Capture Actor: Alex Kelly

Motion Capture Dog: Suzie

Character Voices: Tom Hill, Lorrelli King and Rob Rackstraw

Box and Manual Design by Martin Calpin, Sarah Anne Nicholson and Matt Furniss

Manual Text by Malchick Nostra, Ade Carless and Graeme Ing

Quality Assurance: Carl Cavers, Lee Cambell, Sim Furniss, Tony Howe, Rob Millington and Simon Short

Crackers and Asthma are Neil Biggin and John Davison **Featuring** Ade Carless as Brian Deluge.

Marketing Squad: Mark Mattocks, Joe Chetcuti, Sarah Osborne and Nicola Swift

Sales Crew: Phil Wright, Barry Hatch, Steve Brown, Linda Cliff and Louise Dearing.

Production: Lisa Gray and Sally Beedham

Software Manager: Tim Heaton

Development Manager: James North-Hearn

INSTALLING FROM DOS

Install

Installing NORMALITY from CD-ROM

1. Insert the NORMALITY CD-ROM into your CD-ROM drive.
2. Select the correct drive letter that your CD-ROM drive uses e.g. D:
3. Type INSTALL at the prompt. The Install program will now execute. The Install program is made up of a number of separate menus each with selectable options. The current menu selection appears high lighted. You can move position by using a mouse if you have one installed. Clicking a mouse button will select an option, or you can use the cursor keys on the keypad. Return selects an option.
4. When you have installed the game and chosen your Sound Effects and Music cards select Exit from the menu and select to save the configuration from the menu. Your choices will be saved and used every time you play the game.

PLAYING NORMALITY

Even though you execute the game from your hard drive the game is played from CD-ROM and you must keep the CD-ROM in the drive at all times whilst playing NORMALITY.

1. Make sure that the NORMALITY CD-ROM is placed in your CD-ROM drive.
2. At the DOS Prompt select the directory that you have installed NORMALITY into e.g. CD\NORMAL.
3. When you are in the correct directory type NORMAL to execute the game. The game checks your system and optimises itself to your machine's capabilities.



INSTALLING FROM WINDOWS 95™

Normality will run from a PC running Microsoft Windows® 95 and is pre-set to run in two different modes. Install as normal by double clicking on INSTALL. Ignore any memory warnings. Then:

1. To run the game concurrently with Windows® 95 simply click the icon called NORMALW. As this runs the game with Windows® 95 running in the background it is a good idea to have as few applications running as possible.
2. If you have any problems running under Windows® 95 you can click on the icon called NORMALD. This will allow you to play the game in full, exclusive MSDOS mode. In cases where Normality is running slowly always use the NORMALD icon.

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HERE'S THE SITUATION...ISM



I've just spent seven days in the Blue Pen for whistling an annoying tune and being happy. But it's seems there are people out there who feel like me, the strange note written in ear wax that was pushed under the door proved that. It seems that not everyone in Normsville is into monster truck TV programmes and elevator muzak.

All I've got to do now is figure out how to meet such people, in a place like Neutropolis that's not as easy as it sounds.

STATING THE OBVIOUS

Talk to as many people as you can, you may have to talk to some people at least twice.

Look/Examine all the objects you can.

If the **Objects** are small enough to be carried, pop them in your **Sack**, you never know when you're going need them.

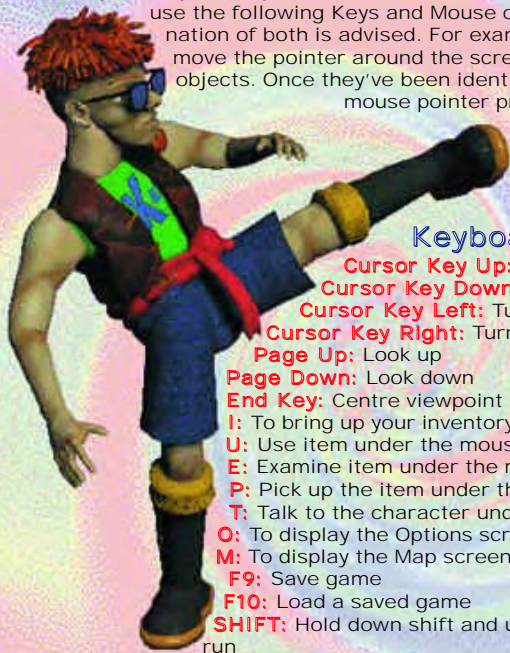
Try using all the Objects with each other, some things may not be obvious, nothing in Neutropolis is **Normal**.

Use the **Map** (press **M** on the keyboard) to travel around the city.



CONTROLS.

To find your way round your own room and Neutropolis you'll need to use the following Keys and Mouse controls. Using a combination of both is advised. For example: Use the mouse to move the pointer around the screen to find useful objects. Once they've been identified and are under the mouse pointer press the **P** key to pick the item up and put it in your inventory.



Keyboard Controls

Cursor Key Up: Walk forward

Cursor Key Down: Move Backwards

Cursor Key Left: Turn left

Cursor Key Right: Turn right

Page Up: Look up

Page Down: Look down

End Key: Centre viewpoint

I: To bring up your inventory

U: Use item under the mouse cursor

E: Examine item under the mouse cursor

P: Pick up the item under the mouse cursor

T: Talk to the character under the mouse cursor

O: To display the Options screen

M: To display the Map screen

F9: Save game

F10: Load a saved game

SHIFT: Hold down shift and use the cursor keys to run

. (Full Stop): To skip to next sentence



Mouse Controls

No buttons pressed

Move pointer around screen to find items in room.
When the pointer is passed over a usable/useful object it will be identified by a text call-out on screen. You cannot walk around in this mode.

Right button pressed

Bring up Kent's Voodoo doll to select, USE, PICK-UP, OPEN, EAT and TALK. See Voodoo doll for the correct way of using it. Incorrect use of the doll may lead to bouts of Normalization and the makers of this game will accept no responsibility for incorrect usage of the Voodoo doll.

Left button held down

Rotate by pulling left or right.
Move forwards or backwards by moving the mouse up or down.

Left AND Right buttons held down

Rotate by pulling left or right. Look up or down by moving the mouse up or down.



VOODOO DOLL.

Voodoo To The Beat!

Voodoo's cool! OK, so I do Voodoo Hoodoo - I can handle it. This cool model of Kent is used to get stuff done. You don't have to use the doll, you can use the keyboard short cuts if you want but they're not as cool.

To get the **Voodoo Doll** on screen highlight and object with the mouse pointer and then press the **Right** mouse button to make the doll appear. Once it's on the screen use the mouse pointer to select a function.

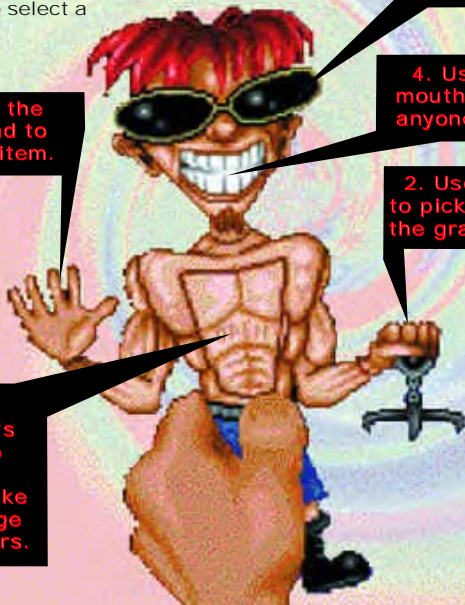
1. Use the left hand to use an item.

5. Select its eyes to look at stuff.

4. Use the doll's mouth to talk to anyone and everyone.

2. Use the right hand to pick things up with the grapple.

3. Use the doll's chest to open things like the fridge and doors.



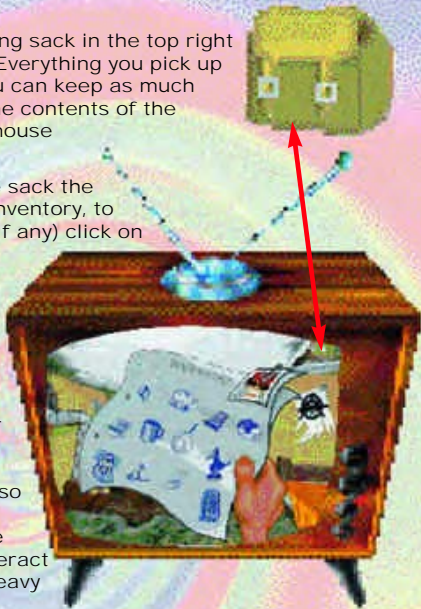
INVENTORY.

That mighty fine floating spinning sack in the top right hand corner is Kent's inventory. Everything you pick up will be saved in this sack and you can keep as much stuff in it as you want. To view the contents of the mighty sack click on it with the mouse pointer using any mouse button.

The more items you have in the sack the more pages there will be in the inventory, to view what's on the other pages (if any) click on the edge of the page behind the front page.

To use one item with another, click on the object to pick it up and move it to the object you want to use it with and click on the left mouse button. Not all objects will work with each other but you've got to check your options, not everything in Neutropolis is normal. You can also lift an object off the inventory by clicking on it and move it into the game environment to make it interact with an object that may be too heavy to carry in your sack.

Anything that is printed on paper generally can't be used with other objects because it's for reading, double click to read and click again to clear once you've read it.



OPTIONS SCREEN.

At any point in the game press **O** on the keyboard to bring up the Options menu screen. This menu screen allows you to change your game environment. To select a item click on the menu text of the item you want to change, you'll notice the red light at the end of the menu bar changes from red to green to indicate that the item is selected. To toggle through the available options place the mouse pointer over the knob on the slider on the right of the screen and press the left mouse button. Keep the left button held down and move the knob up and down the slider to adjust the selected item. To find out what each option does click on Help, this will display a description of what each selected item does. Once you've made your changes click on Play to return to the game. Click on Quit to DOS to...erm quit to DOS. Please note that the cut scenes volume is controlled by the SFX volume control.



MAP SCREEN.

When you first start playing Normality, the Map screen is like a form of torture, you can see the different places on the map light up as you move the mouse pointer around. But, before you can travel anywhere you've gotta get out of the flat. Once you're out use the map to get around Neutropolis. Press **M** on the keyboard to view the map. When you've highlighted a place on the map using the mouse pointer, click on the left mouse button to travel to that place. You can't travel everywhere at first, you've got puzzles to solve, like who you really are? Where you are? And why are you?



SAVE GAME.

You can save the game at any point and you can have up to 99 different saves. To save a game press **F9** to view the save screen, then click on one of the available slots. Once you've selected a slot, type in the name of the save and press return. Then click on the **Save Game** button to save the game and return to the game. Use the up and down arrow on the screen to move up and down the available save slots. Select **Play** to return to the game if you don't want to save a game or select **Quit to DOS** to quit to DOS, no **surprise** or prizes there.



Use **Autosave** to restart from the point where the game automatically last saved (see Options: Help for info), if you have it set to save every ten minutes you'll be taken back ten minutes in gameplay time.

LOAD GAME.

To load a previously saved game press **F10** to view the Load Game screen. Select a save by clicking on it, you'll see the text turn green to indicate that it's selected and then click on the **Load Game** button to load and play the game. Use the up and down arrow on the screen to move up and down the load slots. Select **Play** to return to the game without loading a save or select (repeat after me) quit to DOS by selecting **Quit to DOS**.





Ordinary Outpost

The Stadium

The MINT Mall

TV Shop

TVN Station

Kent's Flat

Plush-Rest Furniture Factory

RELAX AND REFLECT ON THE PROBLEM!!!

I'm stuck, I can't even get out of my own room. The Norm Trooper out-side is going to kick my head in if I can't keep the TV on.

This will keep the TV turned on and the Norm outside off your back. Then return to the main room and use the Nodding Bird with the Remote. Pick up the Remote Control. Pick up the Remote. Pick up the Nodding Bird from the kitchen and then pick up Gusion.



You can now go to the window and use Window to open it. Do use Window again to climb out. Once outside simply talk to Dai and listen to what he has to say. He needs a cup of coffee, right? (See the text option "Can you take me down?" Use Window to climb back in to the apartment. Go to the kitchen and use the Kettle to make it boil. Then use the Kettle on the Cup to pour the water in the cup. Use White Paint from the kitchen with the Cup to make the coffee milky. Pop this in your sack!

Climb back out of the window to the cradle and talk to Dai again. You will automatically give him the cup of milky coffee. He takes you down to ground level. (Or he will do, eventually!!!) You may have to speak to him twice. You should also read the Note you're already carrying and examine the Flyer on the floor near the door, that should give you a clue. Also check out the Sofa, have a good look at it plus what's that strange object in the bath? Don't forget to take a change of clothing if it rains.





THE FACTORY

Can't get the debris. Stand on the seat in the "smallest room" and get grilled. Waste engineer a problem. Send and receive to make the bed buzz and tempt him with some waste wood.

VT STATON.

Bouncer a pain. This guy has an aversion to small mammals. What a wash-out. Can't get the rats? The only thing in the city that is heavy and tasteless is **FOOD**. Explore the mall. FOOD melting. Insulate it with the towel from the bathroom. Computer pass word. Dish the dirt on the computer engineer, you will discover a secret he keeps close to his chest.

AT THE MALL.

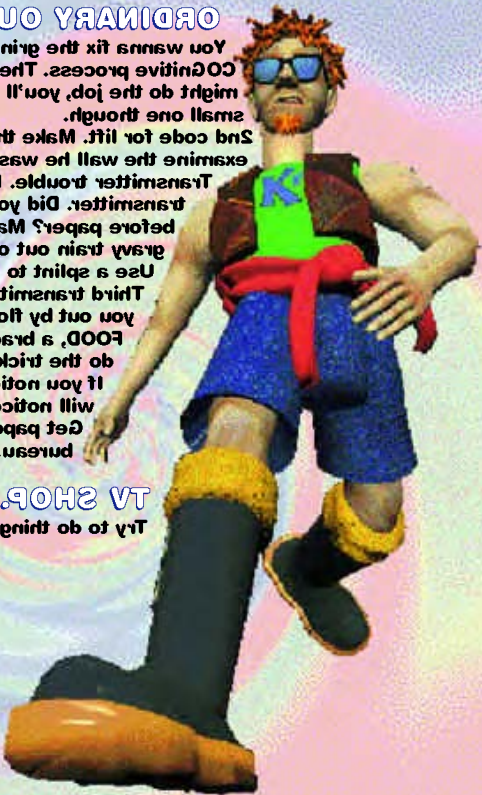
What books. An arrow points to the locker that they aren't in. Heavy extinguisher. Give it a good belt. Yellow paint. Barrels of fun, around the back of the factory. Shoplifting a problem. Spread your wings to get things out. Speakers. Cut Ray's plums down under cover of darkness. The dogs will howl when they hear a load of clap. Redecorating the sculpture. Burn a book at it's foot. Norm will do the rest.

ORDINARY UPTO2T

You wanna fix the grinder. Needs good
COGNITIVE process. The factory has two that
might do the job, you'll need a step up to get the
small one through.
Snd code for lift. Make the man go **pee-pee**, and
examine the wall he was obscuring.
Transmitter trouble. Fork out to free a stuck
transmitter. Did you know that cloth came
before paper? Mark it you'll be on the
gray train out of there.
Use a spirit to get Saul to see.
Third transmitter. Get the guard to rush
you out by flooding your cell with
FOOD, a packet in the works should
do the trick.
If you notice the notice board you
will notice that it needed noticing.
Get paper from the bin and the
bureau.

TV SHOP

Try to do things with the micro TV.



SUB STATION.

They cover your eyes with coins on the way out. Maybe bear eyes could provide the way out here.
Pick up the pulp, wire up the pins you discover.
Poke the wire into stuff, danger is fun.

FREE DAI.

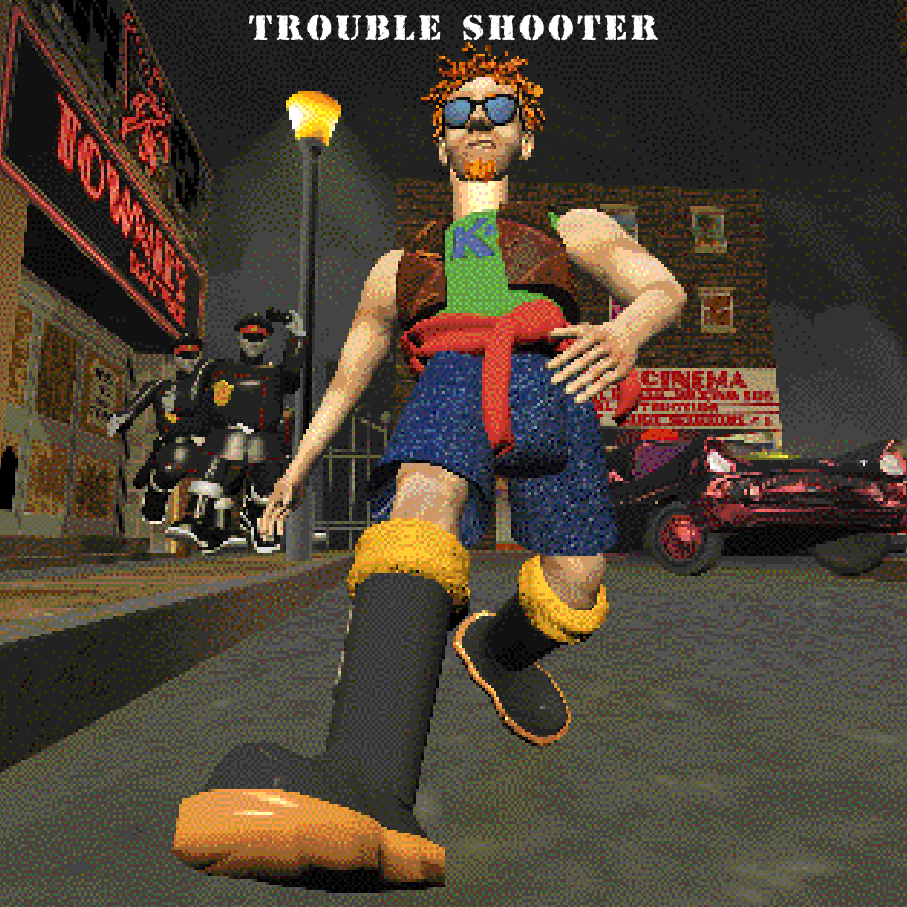
Pipe a fragrance that's off the wall into the truck to distract the guards from their argument.

THE STADIUM.

Some Norms are scared of the dark.
Fill a hole at ankle height, time for ascent and battery.
Brace a trigger to enter the labs.



TROUBLE SHOOTER



SYSTEM REQUIREMENTS FOR NORMALITY

WIN 95 and MS-DOS CD-ROM

COMPUTER: IBM PC and 100% Compatibles.

CPU: 486DX2/66 required minimum.

OPERATING SYSTEM: MS-DOS 5.0 or greater

MEMORY: 8MB RAM* Required minimum.

CD-ROM DRIVE: Double Speed CD-ROM required.

SOUND CARDS SUPPORTED: SoundBlaster (+ Pro, 16, AWE 32), Gravis
Ultrasound (+ Max), Ensoniq Soundscape, Microsoft Sound System and
100% compatibles. General Midi, Roland Sound Canvas, Roland MT32,
Adlib.

VIDEO CARD: VGA or SVGA (with recommended VESA Drivers) VESA Local
Bus is recommended.

INPUT DEVICE: Microsoft 100% compatible mouse required.

HARD DISK SPACE: 20MB available space for minimum install required

WINDOWS 95 COMPATIBILITY: Compatible in MS-DOS mode with CD-ROM
and mouse drivers installed; compatible in MS-DOS box with sufficient
free RAM*



RUNNING NORMALITY UNDER WINDOWS 95

If Normality is running slow under Win 95, close down any applications/programs that are not needed. Also close down any open windows to help save memory.

If you have any network drivers or mail applications running in the background this may also effect the game speed. Turn off these drivers and applications and restart Win 95 without them running.

You can also increase the speed of the game by changing the screen mode in the Options menu from SVGA to VGA.

If the game is still running slow after you've made all the above changes, we recommend that you restart your machine in DOS mode and play the game from there. Because DOS doesn't use a GUI (Graphic User Interface) there will be more memory available for the game to run.

CD Drive and Drivers, Mouse, SoundCard not found -when dropping to DOS from Win 95

If your CD, Mouse or SoundCard does not work In MS DOS mode ensure that you have the relevant drivers for these devices loaded. The drivers for these devices should in in your Config.sys or Autoexec.bat. Consult the manuals that came with these devices to install them for use in MS DOS mode. If you don't have a Autoexec.bat or Config.sys, contact the people who supplied your computer for copies of these files that will allow all your equipment to run in MS DOS mode properly.



MEMORY PROBLEMS

To create more base memory run MEMMAKER at the DOS prompt (i.e. C:\DOS:>MEMMAKER) and follow all the on screen instructions.

Remove any drivers that are not need in your autoexec.bat and config.sys by editing these files. Where possible use the REM statement instead removing the line. We recommend that you REM out the any disk cache such as SMARTDRIVE, if you are having memory problems. This program can take up a lot of memory.

If you are not sure on how to edit these files consult the manuals that came with your computer.

SOUND

My computer locks up when autodetecting sound cards in setup. What's wrong?

Due to hardware conflicts, autodetecting for sound cards can be risky process. If you know the brand, port address, IRQ, and DMA of your sound card(s), it is recommended that you manually configure these items. Lockups are also common when autodetection is used when no sound cards are installed.

Why don't I hear anything when I test my sound in setup?

You may have the wrong sound card selected, or incorrect port, IRQ or DMA settings. Volume may be set too low in your sound drivers (or the volume slider on the back of your sound card). Hardware conflicts or loose cables may be to blame as well.

If you are still having trouble running the game, read the README.TXT that is supplied on the Normality CD-ROM. This file can be imported into your word processor or read it by re-running the install program.



ANYPROBLEMS?

If you have problems loading Normality, then return it to your retailer, or to Gremlin Interactive Limited at the address on the packaging.

Before you call the Helpline you should have the following information available for our operators, contact your supplier if you don't know this information: What type of computer you have (e.g. 486DX2 66hz), how much memory (RAM) you have fitted. How much memory you have available, you can find this out by typing MEM at the Prompt (C: >), write down everything on screen. You also need to know the contents of the following two files CONFIG.SYS and AUTOEXEC.BAT, to view these file go to the Prompt (C: >) and type in the following TYPE [then one of the file names] this will display the file content. Write down all the information on both files. When you have all this information then call the Gremlin Interactive Limited Helpline, which is available between the hours of 9.45am and 5.00pm U.K. time Monday to Friday, on 0114 2799020. You can E-Mail us on help@gremlin.co.uk

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